
Subject: UDP Server/Client with Winsock
Posted by [lovmy](#) on Wed, 16 May 2018 14:58:52 GMT
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Hello,

i'm using version 11873 of TheIDE. I try to compile a code to do UDP connexion between server and client using Winsock.

Compiling is OK but linking finish with error:

undefined reference to WSASStartup

I think GCC don't found ws2_32.lib, but the path where this file is present is ok (...mingw64/32/i686-w64-mingw32/lib) and i have add "-lws2_32" in Common link option.

Where is my error ? Sorry i don't speak very well English.

File Attachments

1) [udp.png](#), downloaded 601 times

Build methods

Method

MINGW

MINGWx64

Android

Builder: GCC

Compiler name

External debugger gdb

Common options

-msse2 -D_CRT_NO_INLINE

Common C++ options

-std=c++14

Common C options

Common link options

-lws2_32

Common fixed flags

Debug mode defaults

Default debug info level:

Full

☐ Use BLITZ

Debug options

-O0

Debug fixed flags

Debug link options

-lws2_32

Release mode defaults

☐ Use BLITZ

Release options

-O2 -ffunction-sections -lws2_32

Release fixed flags

Release link options

-Wl,--gc-sections

☒ Allow precompiled headers

☒ Disable BLITZ

☒ PATH executable directories

☒ INCLUDE directories

☐ LIB directories

F:\upp\bin\mingw64\32\i686-w64-mingw32\include

F:\upp\bin\mingw64\32\opt\include

☐ Lock link mode

Script file:

☒ Store all target files
in the same directory

Set as default

Subject: Re: UDP Server/Client with Winsock
Posted by [Klugier](#) on Wed, 16 May 2018 17:38:12 GMT
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Hello,

We definitely needs more information. Can you post your compilation output? Moreover, it will be nice to have the code you are linking against.

Off topic, I see you created Android builder. Nice to know

Sincerely,
Klugier

Subject: Re: UDP Server/Client with Winsock
Posted by [lovmy](#) on Thu, 17 May 2018 06:47:17 GMT
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Hello

I'm just trying to make a server client in UDP using Winsock (so under Windows).
I use the Windows version of TheIDE.
Here is the source code, it's just the beginning.

I had already tested TCP socket under Freebsd, and did not have the problem of linking.

I did some tests with Android, it works well.

Thank you for your help.

File Attachments

1) [socketUDP.zip](#), downloaded 412 times

Subject: Re: UDP Server/Client with Winsock
Posted by [mirek](#) on Fri, 18 May 2018 06:09:33 GMT
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Well, the problem is that options that you put into build method are inserted to the link command line BEFORE the list of files, which makes causes the issue.

To do it correctly, you should put this as package feature (that will make it independt from build method too).

See screenshot:

File Attachments

1) [Clipboard01.jpg](#), downloaded 967 times

 socketUDP

Description

Accepts

when

GCC

ClientUDP.h

 ClientUDP.cpp

ServeurUDP.h

Subject: Re: UDP Server/Client with Winsock
Posted by [lovmy](#) on Fri, 18 May 2018 08:03:49 GMT
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Hello !

Thank you, now it's work fine !

Have a nice day !

Subject: Re: UDP Server/Client with Winsock
Posted by [lovmy](#) on Fri, 18 May 2018 11:33:07 GMT
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Just a question...

I see it's existing a Upp::TcpSocket package. But i don't know if exist a Upp::UdpSocket package.

If it's not the case i will try to do one.

Subject: Re: UDP Server/Client with Winsock
Posted by [mirek](#) on Fri, 18 May 2018 12:10:19 GMT
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UdpSocket does not exist mostly because sending/recieving UDP is way too trivial, so there is basically nothing to encapsulate.

BTW, you can check bazaar/Urr - years ago I needed UDP based server, so I have played with UDP a little and there is a result.